Playing H-VAkiha

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Foreword

After writing the F-VAkiha doc, I felt a little odd. I wrote a 45+ page, fairly comprehensive work on a character that I barely play anymore—and while I'm glad it's been useful to at least a few people, it still felt a little weird that I'd put that much effort into a guide for the moon that *wasn't really my main*.

So, I figured, I may as well write this thing too.

This doc has its general structure shamelessly ripped from the F-VAkiha doc, and I'm going to be liberally reusing content from that doc and the mizuumi H-VAkiha wiki. (I contributed heavily to the mizuumi wiki; I feel no guilt copypasting my own move descriptions into my own guide.) However, there should also be a lot of info in this document that was in neither of those sources, nor any guide, and I think all of it is somewhere between helpful and essential to playing H-VAkiha.

So, here goes. May this document for the "honest" VAkiha help some crazed soul like myself who likes going fast, but doesn't like playing F.

1. Character Overview

1.1: why play h-vakiha?

I will not sugarcoat things for you, here. **If all you care about is winning, there is very little reason to play H-VAkiha over F-VAkiha; F-VAkiha covers the pixie playstyle about as well, but she's also one of the most oppressive top tiers in the game.** (If you care about winning a whole lot, and don't mind moving ever so slightly slower, then here's my F-VAkiha guide.)

But maybe, you're the kind of person who just wants to play a character you find fun. If you're that kind of person, then H-VAkiha still has a lot to offer you.

Her strengths:
- Unequivocally the fastest character in the game, and one of the most mobile; she boasts two fast airdashes and a fast (if committal) ground dash, as well as a few ways to change or halt air momentum.
- No unplayable matchups, since her mobility is so good.
- Fullscreen corner carry off any grounded hit. At higher levels of execution, she can likewise convert air counterhits and airthrows into fullscreen carry+okizeme.
- Good high/low mixup, with the high j.C airdash cancel j.B fuzzy.
- Extremely safe okizeme off any grounded hit—she has safejumps for days.
- Solid pressure game; almost all her normals move her forward, and her 5A and 5B allow her ample opportunities for ambiguous resets.
- Good abare buttons, particularly 4C.
- Surprisingly good fit with H-moon mechanics.
  - Bunker helps her get out of pressure with less risk.
  - Autoheat lets her safely regain HP, without disrupting her gameplan.
  - She isn't reliant on meter, and her meter gain and spend are very flexible—frankly, her metergain is nearly ideal for an H-moon character.

Now, her weaknesses:
- Poor reversal options and no EX guard mean she can get stuck blocking a long time without 100 meter to bunker. Likewise, she's stuck with H-moon shield.
- Low HP means she dies in one fewer hit than most other characters, and is punished harder for bad abare.
- Bad dirty confirms; she'll often be stuck going into straight into aircombo and ending in airthrow, which does less damage and gives far worse okizeme.

1.2: how hard is h-vakiha to learn and play?

At a basic level, H-VAkiha isn't too complex: her BNBs aren't too hard, her canned strings are simple, and flying around like a mosquito can crutch you through neutral. Your okizeme also forces respect, even if it doesn't open them up by itself, so you can keep momentum well enough.

However, it can be a little more difficult to get results with H-VAkiha once you hit mid-level play. Her neutral tools rely on her mobility to be effective, and are not as straightforward as some of

the tools others in the cast have; and her damage is merely average after rebeats, meaning you typically have to hit them more than they hit you. That can all be a little discouraging when C-Arc does the 2a into 5k and unreactable oki meme on you when you have the lowest HP in the game.

On the flipside, though, the character is extremely rewarding once you hit a high level, because she has such extreme flexibility. You could go an entire FT2 and never do the same okizeme setup twice. You can flip between momijis and 6aa combos and whatever the hell else you want for pure swag, because why not?

She's **fun**.

1.3: whose matchvids do I watch?

Tsubasa was basically the only good H-VAkiha main in 1.07. Watch Tsubasa.

You can also watch MBAA matchvids if you want, but remember the differences between MBAA and 1.07.

2. Move Overview

Note that startup does **not** include the first active frame. Data is from [Sydoh's spreadsheet.](#)

2.1: normals

5A

4f startup, **3f** active, **8f** recovery
+1 on block; mid

Insane 5A. Fast, large horizontal range, +1 on block, hits crouchers. Rebeating into it at close range is just as good as whiff cancelling a move for advantage—and you can stagger out of it instead of letting it recover to frametrap people, too, much like a whiff cancel. This is the backbone of HVAkiha pressure at close range.

2A

4f startup, **3f** active, **10f** recovery
-1 on block; low

Standard-issue 2A. Your low of choice, and a decent abare and pressure tool.

5A>6A

7f startup, **4f** active, **16f** recovery
-5 on block; mid

Decent 6A that moves VAkiha forward and has very little pushback on block. Useful in combos and stagger pressure.

5A>6AA

9f startup, **4f** active, **15f** recovery
-1 on block; mid

Decent 6AA; it's combo filler, and solid for catching jumpout and mash. Like almost everyone else's 5A6AA, it's only cancellable into specials, but its being -1 mitigates this somewhat.

5B

6f startup, **4f** active, **12f** recovery
-1 on block; mid

The backbone of HVAki pressure when you're more pushed out. Moves you forward slightly and has a huge cancel window, in addition to being -1 on block; this allows for extremely ambiguous staggers and pressure resets. Be sure to tap the button very quickly when you use it, or you risk getting a longer startup from partially charging the move. Also note that it trips crouchers on hit.

5[B]

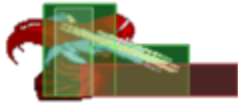**29f** startup, **9f** active, **8f** recovery
+3 on block; mid

Good +F, but the slow startup makes it hard to use.

5BB

7f startup, **3f** active, **29f** recovery
-14 on block; mid

HVAki's launcher; basically useless outside of combos. On hit, hold 8 to get a command superjump to continue your combo.

2B

5f startup, **9f** active, **13f** recovery
-2 on block; mid

Big, fast 2B with a lot of pushback on hit or block. (You can cancel the move within the first few hits to get significantly less pushback, though.) It's a decent abare tool, and can get you to a good spacing fast in pressure; it's also a good button to punish wakeup 5D. However, it doesn't hit low.

Also has two trash followups, 2BB and 2BBB. I'm not going to cover them, because they're basically once in a thousand match gimmicks.

5C

9f startup, **6f** active, **17f** recovery
-5 on block; mid

Big 5C that moves you forward a ton. Good in pressure for catching jumpouts and mash; also sees some use as an antiair, even though it knocks them away and wallslams them on air hit.

2C

8f startup, **5f** active, **20f** recovery
-7 on block; low

Does everything you'd expect of a sweep. It's situationally useful as an antiair and abare button, and also sees use as a poke.
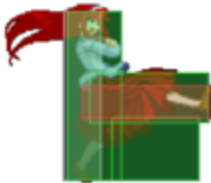
4C

7f startup, **4f** active, **26f** recovery
-10 on block*; mid

The best button HVAkiha has, bar none. Huge, fast, and honestly ignorant. Sure, it has 26f recovery. But it's decent as an antiair, good as a callout in neutral, great in pressure, and fantastic as abare. Learn to love this button. You will be using it a lot.
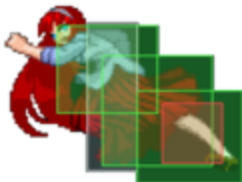
*Frame advantage is -12 if only the first hit connects.

6C

25f startup, **4f** active, **18f** recovery
-4 on block; high

Decent overhead; has no green below the red until it's active, causing it to trade with 2A mashing for a full combo. It's also sometimes used for okizeme when mixed with 5{b} 2a as a low option.
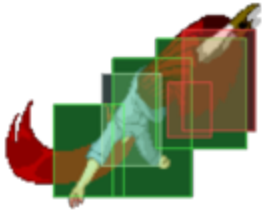
Further note that it's cancellable into a command dash on hit, which is crucial for your midscreen bnb.

j.A

4f startup, **4f** active; mid

Passable j.A. The boxes by themselves are weak, but on a character as fast as VAki, they work fine. Also part of her airdash mixups.

j.B

6f startup, **7f** active; high

Fantastic, very active air poke. Go-to air-to-air for opponents above or in front of you, though it often feels like it's used like an upward-hitting j.A. Also used to throw out an active hitbox while retreating in the air (e.g., airdash back j.B), and as part of a fuzzy.

Will whiff crouchers after an IAD.

j.C

9f startup, **5f** active; high

Very strong j.C: it hits behind you, beats basically every 5A anti-air if spaced correctly (vertically), and is airdash cancellable on block to boot.

It's worth noting, though, that if you want to air-to-air with this button you need to either 1) be behind them or 2) be a good ways above them and hit the button preemptively. That green at the bottom is very, very close to the red—making sure you respect that is key to making the most of this move.

Also the high in your airdash mixups.

2.2 specials

236A/B/C

CVAkiha/CAkiha ribbons, but automatically tk'd for you.

236A is slow as hell (40f startup!), but offers a nice fat +13 on block.

- You -can- use it as a pressure reset, but do so sparingly, since it's slow.
- Can be timed to safejump.
- Like CVAki's tk ribbons, it's +f even if your opponent shields it. As a result, I've found its best and most consistent use is calling out people shielding you midstring; you don't CH them, but don't have to guess high/low either.

236B is a high ribbon (don't expect it to hit crouchers) that sends you flying back. You can perform any air action after it recovers, including air backdash.
- Used for several autotimed safejump setups, and a few low damage mixup setups.

236C is a big fat autotk'd ex ribbon.
- Used for one okizeme setup where you attempt to use it to obscure airdash mix. The setup is a little gimmicky, though.

j.236A/B/C

Flamewebs. Their primary use is okizeme, though they can also be used as gimmicky momentum stops in neutral.
- When used for okizeme, they are nearly always tk'd.
    - If you have issues tking in this game, hold down the 2 for a bit before doing the 369, or do a half circle.
- Dash tk web keeps dash momentum, and drops you directly in front of your opponent.
- **Cannot be shielded.**

j.236A sets a web immediately, and juts you backwards. You cannot act afterwards until you land.
- TK A web is used after momiji combos in the corner to get a safe, unshieldable meaty.

j.236B sets a web after a long startup. You keep all air options after the web set, except airdash back.
- If you do this move in the air, you will typically fall a bit before the web comes out.
- If you tk this move on the ground, it will pop you up far into the air. This is used in a couple of safejump setups.

j.236C is basically j.236A, but with a very slightly faster startup on the web (2+49 vs. 55) and more damage.

623A/B/C—momijis

623A is an antiair with good hitboxes and hurtboxes, but poor reward; it is extremely reliable, but nets you a hard down with no OTG opportunities and poor frame advantage. Sometimes, though, it's just your best option.

623B is a primary combo tool, and the namesake of her momiji loop. *Technically*, it also low crushes, so you can use it as a very fake DP if you're convinced the opponent will meaty you with 2A. But please don't roll the dice like that more than once in a blue moon. (It can even lose to some tall 2As, like Nanaya's. Beats his 2B, though.)

623C is a mediocre reversal (small hitbox that basically only hits right in front of you, 10F startup, has a reactable superflash). It also sees some use in combos to
- confirm wonky hits into corner carry
- burn meter to avoid autoheat
- set up a corner 3-way (that you generally only set up when you want to burn meter to avoid autoheat)

214A/B/C—ground pillar

214A and B both have 20f startup, and summon 3 pillars; A summons them right in front of you, and B summons them where the A pillars stop.
- The uncharged A and B versions are useful zoning tools.
    - They can be used to stop ground approaches.
    - They can be used to stop air approaches from certain vectors. 214A, especially, is a situational anti-air.
- Spaced correctly, the pillars are neutral on block, and are a safe, albeit low reward, way to end a blockstring.
    - Most pillar hits convert into nothing; only a single hit air CH will convert into a valid combo.

The *charged* A and B versions are riskier—but higher reward—tools, since VAkiha summons 5 pillars instead of 3. This has several effects.
- The moves have 28f startup, but are now upwards of +42 depending on how many pillars you block.
    - The startup is long and fairly reactable, so be wary of using charge pillar against characters that can react and punish it fairly easily. Examples include F-Satsuki

(EX hop grab), F-Ries (EX pilebunker), F-Kohaku (EX counter), and C/H-Ciel (EX Hiero/EX Keys).
- The moves become easier to call out in neutral, but cover much more space in exchange.
- The reward is far higher; on a clean hit, you can go into the momiji loop.
- Technically OTGs and carries to the corner, but is ground techable when you OTG with it.

214C is nearly useless, and is really only used as a meter burn to avoid max. There are some ways to set it up as okizeme, though they involve sacrificing a decent amount of damage.

I could've sworn I remembered it having invuln through the first bit of the startup, but don't see it listed on the framedata sheet; will check that myself with the hitbox viewer later.

22A/B/C

22x is an automatically detonating flamepit. The A version summons the pit directly below you, and the B version summons it a bit in front of you. The C version summons the pit at the same place, but it hits more times, and the ticks are more active.

These are almost entirely outclassed by air pits, so I won't spend much time on them here. The only thing they have over air pits is that you can cancel into them out of ground normals.

j.22A/B/C—air pits

As above, **j.22x** is an automatically detonating flamepit. The A version summons the pit directly below you, and the B version summons it a bit in front of you. The C version summons the pit at the same place, but it ticks more times, and the ticks are more active.
- Used primarily for smacking zoning, baiting anti-airs, and doing reversal-safe okizeme.
- **Changes your air momentum and has no landing recovery.** You can also jump cancel them and airdash forward out of them.
- Very plus on block; **+41** for j.22a and j.22b, **+59** for j.22c.
- Somewhat frustratingly, the A and B pits aren't very active; each of their three pit ticks is a single frame. Thankfully, for the C version, each tick is active for about 3 frames (17f active, 5 ticks).
- Can be TK'd.

63214C

A nearly fullscreen laser. Can be used to punish some things on reaction while you're in HEAT.

3. Neutral

If you're new to the character:
- **watch j.g.'s video on melty neutral**
- **play some games**
- **skim this section**
- **play some more games**
- **watch some matchvids**
- **play a lot more games and reference this as needed**

Neutral is easiest to learn by doing.

3.1: movement and positioning

The simplest way of thinking about H-VAkiha neutral is this:

You only need to commit when you have the best odds of winning, because you can almost always back off and choose to look for a better opportunity. You dictate the pace.

As H-VAkiha, you mostly achieve this through sheer speed; most characters have a very hard time catching you. For misdirection, you do still have one decent momentum stop (j.22x), one okayish one (airdodge), and one bad but sometimes fun one (j.236x). However, you aren't able to put out strong hitboxes alongside your momentum stops, and the momentum stops have a big chunk of startup, which kind of limits how scary they are. This means that you are going to be relying on your basic movement tools—in particular, your insanely fast and long airdashes—to keep yourself from being caught, much moreso than the momentum stops.

The good news is, since you're fast, you can get almost anywhere on the screen you want to be, and you have decent options at most ranges. In the air, you are basically going to be attempting to space yourself in such a way you can threaten your decent air normals and air pits. On the ground, you want to be trying to either position to threaten immediate dash>buttons, a whiff punish with dash buttons, or some stop sign button, or perhaps pillar—or instead position to get into the air, where your movement is less committal and more unpredictable.

Your biggest strength is in how noncommittal your neutral is. For the most part, when you commit, you do need to choose your option well. *However,* you almost never need to commit to a situation, and that's your biggest strength. Characters have a comparatively difficult time putting you in situations where you are forced to commit and interact instead of merely reposition. For the most part, you should only be pressing buttons when it's favorable for you.

3.2: all that being said, how should you generally position with this character?

This varies by matchup. In general, you have better options in the air, but where you want to be in the air is heavily dependent on who you're playing against.

So, remember that the following are *generalizations*. You need to play in all but the most disadvantaged spaces to follow the maxim in red; this is just a cue as to where to spend most of your time.
- Almost all characters have a hard time chasing you high in the air. A fairly common VAkiha maneuver is j7 dsj9, so that you block while rising and then yeet yourself into the stratosphere where people have to move very committally to reach you. You can then use your airdashes and pit to make sure you don't get fucked up when you fall.
- Against characters with fewer upward-hitting tools in the air (e.g. Wara or Nero), it's generally good to be above them in the air and looking for j.Cs and air pits.
  - When you air pit, make sure you do it high enough that an anti-air won't just hit you anyways.
- Against characters with better upward-hitting tools and worse downward-hitting tools like H/F-Ryougi, you're going to be more reliant on j.B. This means looking for more rising j.A/j.B hits, positioning yourself for airdash j.B snipes, etc.

Also remember that you also need to space yourself horizontally, as well as vertically.

- It's pretty typical to stay about an airdash length away from the opponent if you're around the same height as them in the air.
  - Falling airdash j.B against a standing grounded opponent ends up being fairly common, too.
- If you're looking to use a rising normal (be that j.A or j.B), make sure you're in the right place on the ground before jumping, and make sure you jump the right direction. j.B's disjoint is small; you MUST space it correctly. You may need to dash jump to get the spacing for this (and respond earlier, in accordance with that).
- If you're above them, remember where the disjoint is on j.C's hitbox, remember where the green is on your opponent's neutral buttons, and avoid using the backwards part of the hitbox if you're trying to win cleanly. This applies whether they're in the air or on the ground; while you can cleanly beat basically all 5A antiairs with the front disjoint on j.C, you're not beating them if you're hitting from behind, for example.
- Proper horizontal positioning can result in some very silly-looking button presses, particularly if you're trying to j.C to beat Wara j.B, Kohaku j.B or some other move with fat green boxes on the startup. You're doing it right if it CH's them from like a half screen away. Welcome to Melty Blood.

H-VAkiha also has solid normals for playing standard MB neutral, and scouting for air CHs with j.A and j.B. If you want to understand all of this and more, please, please, *please* watch [j.g.'s video on Melty neutral.](#) Yes, it's long. But all the things j.g. covers here, H-VAkiha does very well. Knowing the things j.g. covers in this video can really help you play neutral more cleanly. **I'm not really going to cover stuff that he covers here, because you absolutely should watch this video.**

I should also note that there are some matchups (like Nero) where you have a harder time setting match pace. I'll cover those later, elsewhere.

3.3: ground positioning

That being said, you need to be able to play on the ground some as well, in order to follow that maxim up there in red. After all, being in the air all the time is still being somewhat predictable.

Your positioning on the ground is mainly about
- putting yourself in a better position to jump into the air safely (so you can go back to flying around and being a nuisance)
- putting yourself where you have the threat of fast movement into a normal, either as an immediate threat or a whiff punish (e.g. a dash 4C or dash 5A callout, a dash 2C poke, a dash IAD j.A/B/C)

- getting yourself to a good spacing to zone with pillar
- putting yourself at a good spacing to anti-air or ground-to-air safely

As an aside, you should note that H-VAki's dash is fast, but you can't act until frame 9 of said dash, and can't block until frame 12. **Dashblocking does not work very well for this character.** So when you dash forward, it is a serious commitment. Keep that in mind.

3.4: anti-airing

Sometimes, even though the air is rightfully yours, you will be stuck standing on the ground anti-airing. Luckily, this character has an extremely competent suite of anti-airs. Each individual anti-air is situational, but you can almost always anti-air your opponent and trade *at minimum* provided you select the correct option (and don't get baited).

Your anti-air options are:
- **5A**
  Surprisingly good, though not as good as F or C's. About the same height as H-Satsuki's 5A (though not C-Satsuki's).
- **4C**
  Works best with opponents at IAD height, but can succeed at other angles in a pinch. The biggest advantage of 4C is its speed: 7 damn frames.
- **2C**
  Can anti-air a lot of jump-ins by low profiling them, provided you space the 2C correctly. (This means that this will **not** work against buttons like Nanaya j.C, etc., and that they cannot be directly above you. Look at the hurtbox on 2C again to see what I mean.) Dash under 2C can be particularly strong.
- **5C**
  If you need a bit of forward movement to smack them, this is a good choice. You need to make sure they'll land on the leg, where the red is above the green, and not on your head, where there's just a ton of green. Unfortunately, this wallslams; be ready to IAD to confirm if they're close to the corner.
- **623A**
  Surprisingly reliable anti-air; has some head invuln during startup, and wins very consistently at many angles. Unfortunately, it has poor reward, limiting its usefulness.
- **214A**
  Works well when you predict they'll be moderately high in the air above you and in front of you. Note that I said *predict;* this move has 20f startup. However, the pillars are active for a total of 22 frames, making it pretty reliable if you predict right. Note that

opponents WILL start jumping over and around pillar if you abuse it, but this makes their movement a lot more committal and allows you to punish it in other ways.

- **Rising j.A**
  This is preemptive, but if you CH the startup of their jump-in you get a pretty good reward. j.A is honestly worse at this (in terms of raw hitboxes) than j.B; however, you commit less when you use j.A, since you keep your air options.
- **Rising j.B**
  As above. Make sure you jump correctly for how you're attempting to beat their air button.
- **Shield**
  Has all the general benefits and pitfalls of anti-airing with h-moon shield; works well, but it's very easy to mistime.

Also—although it's not really an anti-air option *per se*—you should always ask yourself if you should reposition instead of committing to a given option.

3.5: a general note on air-to-airing and melty neutral

Admittedly, this is more system-level stuff, but it's especially relevant for H-VAki.

Whenever you hit a button in the air, you need to make a choice between these two:
- **Expecting your opponent will block, or get hit without being CH'd**
  - If you think your opponent won't get counterhit, you're going to need to buffer extra normals behind your initial poke; otherwise, you won't be able to hitconfirm stray air hits. *These extra normals won't come out on whiff, only on hit or block.*
    - Example: You choose to j9.B to attempt to hit your opponent, but input input j9.BAA.
      - Scenario 1: The j.B whiffs. Only the j.B comes out, and you fall back to the ground after.
      - Scenario 2: They get hit, and you hit them with j.BAA, giving you time to confirm they got hit and finish your combo with dj.AAC AT.
      - Scenario 3: They block, and j.BAA comes out as an air blockstring. You react to them blocking in the air, and tick throw them.
        - Note that there is no throw protection in the air! A properly timed air tick throw cannot be mashed.

- To practice timing them, you need to set the dummy to all guard and jump, wait for them to leave the ground, then set the dummy to crouch and recover A. After that, you can attempt the tick throw. Unfortunately, jump+recover A makes the dummy do rising j.A, so you're stuck with this.

- **Fishing for an air counterhit**
  - In 1.07, when someone gets counterhit in the air, they're in hitstun until they hit the ground. This means that if someone gets air counterhit, you can get good oki and full corner carry if you confirm the air CH properly. *However, you cannot buffer any normals behind the initial poke, or you lose this strong confirm, and have to do an air string into airthrow like above.*
  - In short, you give up confirming non-CH hits, and possibly getting air tick throws on block, in order to get a better confirm.
    - Example: You input j9.B and attempt to hit your opponent. You input no other normals behind it, hoping to get an air counterhit.
      - Scenario 1: The j.B whiffs. Only the j.B comes out, and you fall back to the ground after.
      - Scenario 2: They get hit non-CH, and you get no confirm. They can airtech or fall to the ground, and you get little damage.
      - Scenario 3: They get air CH'd, and you get an extremely good confirm that gives you corner carry and 623B oki.
      - Scenario 4: They block, and only j.B comes out. You do not continue your airstring, and the situation devolves into something of a scramble.
  - It's typical to fish for air CHs off hits that you couldn't confirm without a CH anyways. This is typical when spacing to beat moves with extended hurtboxes on their startup (e.g. Wara j.B, Kohaku j.B, etc.).

3.6: less is more—a final note about momentum-altering specials and movement

This also doesn't go anywhere else, but I feel like it's important.

When you play worse players, you will see very good results using air pit in neutral. In general, new players have a hard time dealing with momentum stops, and will fail to account for them

no matter how frequently you use them. **This can make air pit look a lot safer than it actually is.**

Remember, although momentum-altering specials do make your position harder to track when used well, they also plop you in one place for the duration of the move. If someone reads you doing air pit at a height they can reach, you will get counterhit—possibly into setplay and death. And the more you use your momentum stops, the easier one gets to read, and the easier you are to counterhit.

So, don't try to be too clever. **The second someone CHs you for using a momentum stop, dial back their use. And also be more frugal with air options, so you can be more noncommittal in your movement.** Your goal is to be hard to predict, and in that game, sometimes less is more.

4. Combos

If you are brand new to the character, learn
- **the launcher into aircombo,**
- **the midscreen bnb,**
- **and the corner bnb (which is like the midscreen bnb with some stuff removed).**

Worry about everything else as you need it.

A lot of this section is just from the wiki. There's no need to reinvent the wheel.

Some notation things:
- Stuff in parentheses is optional.
- w5a = whiffed 5a; w2a = whiffed 2a.
- When a jump direction isn't specified in a combo, assume j9.
- 4C(1) means only hit with the first hit of 4C.

4.1: basics

4.1.1. launcher into aircombo
- **Buttons into 2c 5bb j8.ac j.bc AT**

- This is the most stable air string, but you can vary it as needed.
- You can sometimes airdash before the airthrow, sometimes not; it depends on the opposing character, and your relative heights when you try. When you *can* airdash before the airthrow, the additional corner carry is helpful.

4.1.2. midscreen BNB

- **2aa 5c 4c(1) 5a6aa 6c 66 4c (2c) 623b 4c (2c) 623b 4c (2c) 623b**
  - This is called the **fullscreen momiji loop,** because, well… it carries fullscreen, momiji is part of 623b's name, and you loop 4c 2c 623b.
  - Delay the 6c after 5a6aa a bit.
  - 4C is a link (albeit an easy one) after 623B. You're looking to catch them while they're falling.
  - You may need to delay the 623b after 2C to get all its hits to connect.
  - If you hit 2c from very far, this causes the first hit of 623b to catch them very low to the ground, which in turn makes them bounce lower than usual. If this happens, then pick up the 623B bounce with 2b 2c or 5a 2c instead of 4c 2c.
    - If you're at a distance where you think the 2c 623b will fuck up, you can 5c 4c 2c 5b 623b to hopefully stabilize it and prevent having to do 2b 2c.
    - N.B.: 2B 2C doesn't work on Wara or Kouma.
  - If you need to sneak in a very small amount more damage to kill, you can do 4c 2c 5bb aircombo instead of 4c 2c 623b at the end.
  - If you accidentally hit with both hits of 4C at the beginning of the combo, you cannot add all the optional 2Cs without the combo dropping at the final 623B. Omitting one optional 2C will salvage the combo.

If you used 5A to help hitconfirm, you can't do the combo as it's written here. You have a few options.
- If you did not go past 5A yet:
  - go directly into 6aa (e.g. **5aa6aa 6c 66 4c 2c 623b...**)
- If you already went past 5A (e.g., 5aa 5c 4c…), you can
  - take an aircombo
    - **5aa 5c 4c 2c 5bb j8.ac j.bc AT**
  - spend meter for carry
    - **5aa 5c 4c 2c 623c j9 4c 2c 623b 4c 2c 623b**
      - You need to delay the 623C or it will drop on some characters (e.g. Roa)
    - **5aa 5c 4c 2c (5b) 623b OTG 22c dash 4c 2c 623b**

- Going into 623B here is unstable if they're too far away. Sometimes the optional 5B helps, though this depends on their hurtboxes.

If you're unfamiliar with the combo rules for the game:
- you get 3 wallslams or ground bounces in a combo total.
- 623b eats a bounce, and so do 623C and OTG 22C.

So if for some reason you accidentally wallslam the opponent—usually by doing 5a6aa 6c too close to the corner—drop one rep of 4c 2c 623b.

4.1.3 corner (and close to corner) BNB
- **2aa 5c 4c 2c 623b 4c (2c) 623b 4c (2c) 623b**
  - This is just called the **momiji loop.** If you can do the midscreen bnb, you can do this.

- **2aa 5c 4c(1) 5a6aa 4c (5c 2c)* 623b 4c (2c) 623b 4c (2c) 623b**
  - This 5a6aa is added when you need more meter—or more gravity.
  - Add the asterisked part if you're both
    - too close to the corner to want to 5a6aa 6c 66 4c, because you think it might wallslam
    - far enough from the corner that the 5c won't wallslam before your 2c connects

After playing a while, you may notice that 2C will not always connect after 4C without delaying the 4C. You can correct this by increasing the combo's hitcount to get more gravity. Here's how many hits you need to do 4C 2C on a given character with no delays:
- **1 hit required before 623b to not need to delay 4c 2c**
  - Aoko, Tohno, Nanaya, Kouma, Miyako, Ciel, Vsion, Roa, Arc, PCiel, Mech, Sacchin, Ryougi, WLen, Nekos, Kohaku
- **3 hits required before 623b to not need to delay 4c 2c**
  - Hime, Sion
- **4 hits required before 623b to not need to delay 4c 2c**
  - VAkiha
- **5 hits required before 623b to not need to delay 4c 2c**
  - Warc, Hisui
- **8 hits required before 623b to not need to delay 4c 2c**

- - Ries, Wara, Nero, Akiha, Sei, Len

This is why everything feels like it drops on Wara, Ries, and Nero: their wack air hurtboxes make you need high gravity to do your combos as easily as against some other characters.

Anyways, the upshot of all this is that **putting 5a6aa 4c 2c before your first 623b will make it so you can do 4c 2c on anyone with no delay.** (Of course, your hitconfirms won't always allow that. But if you know the stuff above, you know when to just bite the bullet and either delay or only do 4C 623b.)

Keep in mind this is also affected by the height at which you catch them with 623b.

4.2: situational confirms

4.2.1. gold airthrow
- Midscreen
  - **GAT land 5a 2c 5bb j8.ac dj.bc AT**
- Corner
  - **GAT land 5a 2c 623b 4c (2c) 623b**

4.2.2. air pit
- Midscreen
  - **j.22A/j.22B land (66) (5b 5c) 4C j.BC dj.BC AT**
  - **j.22A/j.22B airdash j.C land (5c) 4c j.BC dj.BC AT**
- Corner
  - **j.22A/j.22B land (66) 4c (2c) 623b 4c (2c) 623b 4c (2c) 623b**
    - Only works if they're hit low to the ground.

4.2.3. raw 6C
- Midscreen
  - **6C 66 4C (5C 2C) 623B 4C (2C) 623B 4C (2C) 623B**
- Corner okizeme (623B knockdown)
  - **6C wait 2C (w2a 4C) 623B 4C 2C 623B**

- Corner damage (airthrow knockdown)
  - **6C slight wait 5B 5C 4C j.BC j.BC AT**

The basic corner damage combo will do a lot more damage than the basic corner okizeme combo.

4.2.4. easy 3-way setup (corner only)

- **2aa 5c 4c 5a6aa 6c (66 w2a) 2c**
  - Leaves space in the corner to do a crossup.
  - Low damage, but easy.
  - Doing the part inside parentheses will put you in the corner.

4.2.5. 623C confirm

- **623C airdash cancel j.C land j.bc dj.c AT**
  - Easiest confirm.
- **623C j9 4c 2c 623b (4c 2c 623b)**
  - Easier okizeme confirm; poor corner carry. The wiki lists it as unstable, but I'm not sure why, honestly.
- **623C airdash cancel falling j.A/j.C whiff 5b 2c (5c 4c) 623b 4c 2c 623b**
  - Harder confirm; best okizeme.

4.2.6. shield counter

- Successful 5D
  - **Midscreen**
    - **Wait 2c 5bb aircombo**
  - **Corner**
    - **Wait (5b) 2c (4c) 623b 4c 2c 623b 4c 2c 623b**
- Successful 2D
  - Midscreen
    - Just take the knockdown, or do immediate 623b.
  - Corner
    - **2c 623b 4c (2c) 623b 4c (2c) 623b**

4.2.7. misc

Since it doesn't really go anywhere else: off weird stray hits that you don't know how to confirm well—like, say, random awkward air to airs, 4C hitting at the very tip, awkward jumpout catches—I'd recommend just doing a bunch of j.As into aithrow until you can get a better feel for what aircombos you can pick up with in that situation. If j9.AAA etc. doesn't work, you may need to j9.A 66 j.A dj.AA AT or something similar.

4.3: advanced combos

Three things before continuing:

First, you can **2aa 5c 4c 5b 2c 623b** to start momiji loops if you're both close to the opponent and don't want the meter/gravity from 5a6aa. This gives a small amount of extra damage on most combos.

Second, the game has an internal hitcount, in addition to the displayed hitcount; the internal hitcount is what matters for hitstun decay. This is important, because *5a6aa adds more to the internal hitcount than it does to the displayed hitcount.* So each 5a6aa increases hitstun decay by a fairly significant amount. (I -think- it adds 3 or 4 more to the internal count than the displayed count, but I'm not sure.) This is why you may notice combos with multiple 5a6aas dropping in the middle of 623B, normally easy links being strangely hard, or 2Cs failing to knock down.

Third, don't be surprised when things in this section are character specific or require character specific timings. I haven't tested everything on everyone yet, but will try to in the future.

4.3.1. different momiji reps
There are really three things you're considering when you choose what momiji rep to do:
● meter (both yours and your opponent's),
● damage,
● and the amount of time you run off the clock.

Generally, more hits = more meter = more time. Fewer hits = less meter = less time. You want longer combos when you're looking to generate meter for okizeme or autoheat, or you're trying to wait out your opponents' heat or time out the round. And you want shorter combos when

you need to avoid a premature heat but don't want to spend meter, or you're racing the clock with a life deficit.

(Two asides in this vein: first, another acceptable, if lazy, meter management strat is just omitting the final 623B in your combo. And second, if you ever need to get damage quick, aircombo is almost always the most damage in the shortest time.)

Anyways, the most important advanced momiji rep is
- **5b 2c (w2a) 4c 623b**
  - This is the standard damage rep. It's not character specific, and balances difficulty with damage. You've probably seen Tsubasa do this one a lot. It's for good reason.
  - Whiff 2a is helpful but not always necessary; doing without it will do more damage, since you're cutting a reverse beat. You can cut the whiff 2a more often on the third rep than the second.
  - Whenever you're doing a 5b pickup after 623b, make sure you *tap* 5b. 5b starts charging for 5[b] after only a few frames of holding it, so holding the button those few extra frames can make you miss the 623b 5b link.
    - [See appendix for a note on how to tap buttons when using stick or box.](#)

Other reps you can consider include
- **Reps without 5a6aa**
  - **5b 2c 623b**
    - No reverse beats, which is kind of nice, but strictly worse than 5b 2c 4c.
  - **2c 4c 623b**
    - Finicky, and strictly worse than 5b 2c 4c. Again, though, no reverse beats.
  - **2b 2c 4c 623b**
    - Better version of the "oops, 623B hit them too low" rep.
  - **2b 2c delay 4c 5bb 623b**
    - Only works with VERY high gravity if you do it on the second rep; still sketchy on the third. Jumps your hitcount a ton, as well. However, it provides high metergain.
  - **4c 2c 5bb 623b**
    - Used for meter gain in all reps.
    - Done properly, gives an extra frame before your opponent wakes up when used as the last rep.
    - Most of the hits of 623B will whiff.
    - Only works on the first rep if you take extreme care to delay the 5bb after the 2c so that you don't launch them too high.

- **Reps with 5a6aa**
  - **2b 2c w5a6aa (2c) 5bb 623b**
    - REALLY fat meter gain.
      - For reference, **2aa 5c 4c(1) 5a6aa 2b 2c 4c 623b 2b 2c w5a6aa 2c 5bb 623b 2b 2c w5a6aa 5bb 623b** gives about 119 meter.
      - Compare this to **2aa 5c 4c 5a6aa [4c 2c 5bb 623b]x3,** which gives about 106 meter.
    - When using this rep, watch your hitcount: once a combo reaches ~30 hits, your opponent will start getting a ton of meter per hit.
      - The C-VSion dummy gains a whopping 94 meter from getting hit by **2aa 5c 4c(1) 5a6aa 2b 2c 4c 623b 2b 2c w5a6aa 2c 5bb 623b 2b 2c w5a6aa 5bb 623b.**
      - In comparison, **2aa 5c 4c 5a6aa [4c 2c 5bb 623b]x3** only gives the C-VSion dummy about 54 meter.
    - *If you do this rep with the 2C on the second loop, you cannot insert the optional 2C on the third. The 2C is hitcount dependent.*
      - Likewise, on the second loop, you can do 2C only and omit the 5bb.
  - **2b 2c w5a6aa 2c 4c 623b**
    - Similar to the above; good for damage, since it has no reverse beats. Hitcount dependent, since the 2C won't connect at higher hitcounts. Can't do it on the third rep if you do it on the second.
  - **2b 2c w5a6aa 5[b] 623b**
    - Low hitcount only (will not work if you did 5a6aa before the first 623b).
    - Second rep only.
    - Frankly, the only reason to do this is swag, but it -is- pretty swag. Can also do 5[b]b 623b, though I believe it's strictly worse. But then again, this rep is only for swag!

Additional notes:

No reps with 2b will work on Kouma or Wara; substitute 2a on them.

2b 2c w5a6aa reps are character-specific, as follows:
- **Always works**
  - Aoko, Hime, Nanaya, Ciel, Sion, Vsion, Roa, Akiha, Mech, VAkiha, Sei, Satsuki, Nekos, Hisui, Kohaku
- **Works, but is inconsistent without adding 5a6aa before the first 623b**
  - Ries

- **Works, but is distance dependent (want to 2aa 5c 4c(1) 5a6aa 4c (2c) 623b at the beginning of combo, or 2a 5c 4c 2c 5b 623b; may still fail starting from point blank)**
  - Tohno, Ryougi
- **Works, but 2b must hit as low as possible, making it frankly too goddamn hard**
  - Len, Wlen
- **Works with 2a 2c instead of 2b 2c**
  - Wara, Kouma
- **Doesn't work (5a always hits after 2c)**
  - Miyako, Arc, Warc, Nero

Many characters allow you to substitute 2A 2C for 2B 2C when close, not just Wara and Kouma; you may find this easier. It sacrifices some meter and a small amount of damage compared to 2B 2C, though.

- **2A 2C always works when momiji bounces them correctly**
  - Everyone not specifically listed
- **2A 2C pickup only works when close and is therefore inconsistent**
  - Akiha, VAkiha, Sei, Satsuki
- **2A 2C pickup only works when very close and is therefore inconsistent**
  - Len, WLen
- **2A 2C pickup only works if 2c is the only button before the first 623b**
  - NAC, Neko Arc

Whenever you're doing advanced reps, pay attention to the hitcount. You don't want to accidentally drop.

4.3.2. half momiji

Basic idea for the half momiji is something like this:
- **2aa 5c 4c 2c 623b 2c 5c 2c**

There are some wonky delays here, but done correctly, you should've knocked them down just outside the corner, enabling some 3-way mixups.

You can also do
- **2aa 5c 4c 2c 623b 4c 2c w2a 5c 2c**
- **2aa 5c 4c 2c 623b 5b 2c w2a 5c 2c**
- **2aa 5c 4c 2c 623b 2b 2c w2a 5c 2c,** or even something like
- **2aa 5c 4c 2c 5bb 623b 5c 2c**

In general, you don't want to 5a6aa before the first 623b if you're trying to set up the half momiji, because it makes it prohibitively hard (we're talking 1f or 2f links to hit the last 2C). That's not to say it can't be done, though—just that you probably don't want to do it. If you're stubborn, attempt the following:

- **2aa 5c 4c(1) 5a6aa 4c 2c 5bb 623b 2c 5c 2c**

You can expect more on what to actually do with this setup in the okizeme section.

4.3.3. 6C/6AA loops

These are sick MBAA combos that are mostly outclassed in 1.07. However, a few reasons to do variants of them remain—they shit meter, are optimal 6C confirms (if you want oki) in the corner, and can be used to create some 3-way setups.

These are the 6AA loops on the wiki. All of them require you to not be too close to the corner, and the first won't work if you're too far away from it after the 623b, either. Also expect to have to feel out multiple delays throughout the combo.

- **2aa 5c 4c(1) 5a6aa 4c 5c 2c w5a6aa 2c (5c 4c OR w2a 4c) 623b…**
  - Continue the momiji loop from here while caring about hitcount.
- **2aa 5c 4c(1) 5a6aa 6c 66 4c 5c 2c w5a6aa 2c 623b…**
  - Carries further. As above, continue the momiji loop from here while caring about hitcount.

Some better shield counter confirms:

- **Successful 5D OR CH 2D wait 4c 5c 2c w5a6aa 2c (5c 4c) 623b 4c (2c) 623b 4c (2c) 623b**
- **Successful 5D wait 5c 4c 2c w5a6aa 6c 66 2c 623b 4c (2c) 623b 4c (2c) 623b**

And here are two more worth mentioning, both starting in one corner and taking them to the other:

- **6C 66 w2a 5c 2c w5a6aa 6c 66 5c 2c 623b 4c 2c 623b**
  - Optimal raw 6C confirm if you want 623b okizeme.
- **2aa 5c 4c 5a6aa 6c 66 w2a 5c 2c w5a6aa 6c 66 5c 2c**
  - This is a setup for a very ambiguous l/r; it can leave corner space or not leave corner space depending on when you catch them with the last 5c.

4.3.4. wallslam 623C combo

This is used to set up a few corner okizeme situations that I'll describe in the okizeme section.

- **2aa 5c 4c 2c 623b 4c 5b 5c 623c**

You'll always jump or airdodge out of the 623C. Your goal is to use this to either set up a backwards projectile (j22a or j.236b) that ticks them out of the corner, or a more immediate left/right (since you can create corner space).

4.3.5. better okizeme off air pit/air CH confirms

Both of these follow the same basic idea.
- **Air pit hits (all 3 ticks)>(4c) 5c 2c w5a6aa (6c 66) 2c 623b -> momiji loop**
- **If a dash is required to reach opp: Air CH> 66 2b(1 or 2 hits) 5c 2c w5a6aa (6c 66) 2c 623 -> momiji loop***
- **If you're close to opp to begin with: Air CH (4c/5b) 5c 2c w5a6aa (6c 66) 2c 623b -> momiji loop**

This nets you corner carry and 623B knockdown. Off air pits, you'll still get better damage from going into an aircombo, though.

*I'm testing this. It's probably finicky and might not work on everyone equally well.

4.3.6. corner kill combos

When attempting to end the round, it's actually better to go into aircombo during the second momiji rep, and use your second bounce on a 5C wallslam to get in more normals. This will net you more damage than doing 5bb aircombo instead of 623b on the third rep.

As far as I know, something like this is the optimal kill combo:
- **2aa 5c 4c 2c 623b (5b) 2c 5c j8 airdash j.c 66 j.c land j.bc dj.bc AT**
  - Done correctly, both jCs will hit the opponent from behind. 5116 damage on VSion.

There are other easier variants, and honestly, just doing something like **2aa 5c 4c 2c 623b 2c 5c 2c 4c 5bb j.bc dj.cb AT** will still net you better results than tacking an aircombo onto the third rep.

4.3.7. misc
- Optimal 6C damage confirm
  - **6c 66 5[b] 5c 4c j.BC dj.BC AT**

- - Does about 200 more than just doing 6c 5b 5c 4c aircombo, but is significantly harder.

For anything else that isn't here, check the wiki:
https://wiki.gbl.gg/w/Melty_Blood/MBAACC/Akiha_Vermillion/Half_Moon#Combos

5. Okizeme

If you're new, read the sections on:
- **Midscreen airthrow okizeme**
- **Corner airdash safejump okizeme**
- **Corner autopit okizeme**
- **Corner tk flameweb okizeme**

Don't worry about anything else yet. Those are your most important okizeme situations and tools, and the things you should know to start with.

Some important things to remember for this whole section:
- Characters have different wakeup speeds, and you'll need to time your setups to match your opponent's wakeup speed.
    - For each character's wakeup speeds, refer to the table here**.**
        - 2C makes them land facedown on their **front.**
        - 623B uses the **head-first** timing.
            - Ending combos with 5bb 623b gives you very slightly more time to do setups than ending in 2c 623b, because they get bounced from higher up, but you have to hit them REALLY high up with 623b. It's also only about 1f more. (Needs more thorough testing.)
        - Ground throw makes them land facedown on their **front.** However, remember you have significantly less advantage after a throw than other knockdowns.
        - Airthrow makes them land on their **back.** However, you have less advantage after airthrow than even a ground throw.
    - I can't really describe in text how to manually time meaties against characters, so you'll have to do some work yourself. The best way to figure it out is to set a c-moon dummy to recover D, do your combo, and attempt to hit them on wakeup. The dummy executes all actions a frame late, so:

- If you hit the dummy with no counterhit and no visible shield, your attack hit true meaty (frame 1).
- If the dummy EX shielded, you hit between frames 2-5.
  - If you need to know more precisely when your meaty attempt hits inside this window, record yourself doing the combo on a character with normal jump speeds, replay the dummy, and try to jump with j9 and j7.
    - If you don't get hit in midair, you hit on f2 or f2.
    - If you get hit in midair, you hit on f4 or f5.
    - If you're caught in midair doing j9 but not when doing j7, you hit on f4.
    - If you get caught in midair with both j9 and j7, you hit on f5.
- If you counterhit the dummy, you hit on f6 or later.
- When something is DP safe but is not—strictly speaking—a safejump, there is usually a character that has a way to beat it. Your go-to check for this is Ciel's EX Hiero, but you should also be wary of things like shield>teleport from characters like H-Roa.
- When something is a safejump and leaves you next to the opponent, it will lose to reversal grabs like C-Akiha's 63214C and F-Kouma's 214C. On this character, unless it's a safepit or web, it will also lose to EX Shield>5A and possibly Shield>DP.
- Air pits have no landing recovery. You can safejump basically anything in the game with them, because of this.
- Some things in here (many of them, most of them even) aren't tested against every character. Unanticipated interactions may occur. **You have been warned.**

Also, I know the sections are all sort of organized differently. I hope to fix that in the future.

5.1: midscreen okizeme

Since you get good corner carry off most grounded hits, you'll usually only have midscreen okizeme off airthrow enders, or an awkward confirm where you've already blown 5A and can't 5A6AA.

5.1.1. post-airthrow okizeme (midscreen)

Not a great knockdown, but you have to deal with it sometimes. Your options:
- 66 5A/2A
  - Hits meaty (or only 1f off) on everyone. Beats mashing, jumping, etc.

- ■ Needs no delay on everyone not specifically listed.
- ■ Need to delay 66 2A at least 1 frame vs. Aoko, Len, Nero.
- ■ Need to delay it at least 4f Kouma and 5f for Ries because their back wakeups are so long.
- 66 5A/2A>2C
  - ○ As above, but OSes backdash. You can also add a fuzzy jump (1~7~1) in here to OS shield counters, if you're good at the input.
    - ■ May whiff some exceptionally long or large backdashes. (Need to check Hime's backdash, in particular.)
- 66 2b/5b
  - ○ Used to deter shields, mainly. 2B can also low profile some reversals (notably WLen 214A and Ries DP), giving it extra utility in a few matchups.
    - ■ 66 2b
      - ● is 2f late to meaty against everyone not specifically listed.
      - ● is 1f late to meaty against WLen, Tohno, Satsuki, Wara, and Nanaya.
      - ● is meaty against PCiel, WArc, Aoko, Len, Nero, Kouma, and Ries. (No timing adjustments are required because it's so active.)
    - ■ 66 5b (be sure you only tap the button!)
      - ● is 3f late to meaty on everyone not specifically listed.
      - ● is 2f late to meaty against WLen, Tohno, Satsuki, Wara, and Nanaya.
      - ● is 1f late to meaty against PCiel.
      - ● is meaty with no delay against WArc, Aoko, Len, and Nero.
      - ● is meaty with a 1f delay on Kouma.
      - ● is meaty with a 2f delay on Ries.
- Immediate 5C/2C/4C
  - ○ Generally a poor option midscreen, since it's not safe against reversals and also just gives up pressure. Timings will be in the corner okizeme section.
- IAD j.A/C (not meaty)
  - ○ j.C can deter low shields; both can sort of chase backdash. Mainly used for variety, honestly.
- 214a/[a]/b/[b]
  - ○ Not meaty in most cases, but usually a good option to bait the opponent doing stuff like DPs. Can get blown up by some characters if they react to it or read it.
    - ■ Note that you don't get much of a reward of uncharged pillar here--it's done almost solely to preempt a few opponent options.
  - ○ This is not a primary option and should be done less than other options, otherwise it loses its efficacy.

- Return to neutral
  - Sometimes, the risk/reward is better on just not interacting, particularly if you're looking to run out the clock with a slim life lead.

5.1.2: post-throw okizeme (midscreen)

Same as airthrow, really, but you also can 214[a] and have it meaty. 236A will also meaty. *Neither of these are reversal safe.*

If you want to be ballsy, you can do some airdash mixups that absolutely will not hit meaty.

Tk 22c safejumps after throw, both midscreen and in the corner. (I only checked this against Sion DP. That's a good indicator it'll safejump everything else, though.)

5.1.3. post-623B okizeme (midscreen)

This really only comes up off a wonky grounded confirm where you've already used 5A and don't want to take airthrow knockdown, or an air CH you aren't converting optimally. Typical options here are:

- Run up 214[x]
- Run up meaty or delayed meaty (adjust for wakeups, remembering that this uses head-first knockdown timings)
- sj.22B
- IAD AD whiff j.B land 2A (can get left or right depending on airdash length)

5.2: corner okizeme: post-AT and post-throw

5.2.1. post-airthrow okizeme (corner)

As midscreen, but slight walk forward 5b and slight walk forward 2b are now meaty options; also, 5c/4c/2c are better meaties, since they no longer delete the possibility of further pressure.

I didn't test these timings in framestep, so they might be a frame off or so, despite me doing multiple trials to confirm them.

Timings for meaty 4C (7f startup, 4f active):

- 1f delay: everyone not specifically mentioned
- 2f delay: Tohno, Nanaya, WLen, Satsuki, Wara
- 3f delay: PCiel
- 4f delay: Warc
- 5f delay: Aoko, Len, Nero
- 8f delay: Kouma
- 9f delay: Ries

Timings for meaty 2C (8f startup, 5f active):
- No delay: everyone not specifically mentioned
- 1f delay: PCiel
- 2f delay: Warc
- 3f delay: Aoko, Len, Nero
- 6f delay: Kouma
- 7f delay: Ries

Timing for meaty 5c (9f startup, 6f active)
- No delay: everyone not specifically mentioned
- 1f delay: Aoko, Len, Nero
- 4f delay: Kouma
- 5f delay: Ries

5.2.2: post-throw okizeme (corner)

As above, but 214[a] is not useful and walk forward (adjust walk time for wakeup speed!) IAD j.C will safejump. Can use this to ambiguously set up mixup.

5.3: corner okizeme: post-momiji

This is gonna get fucking long. **Again, if you're new, read the sections on raw safejumps, 22A pit, 22C pit, and tk web (i.e., tk j.236a). Those are most important.**

5.3.1. raw safejumps

End momiji in 623b, j8, fall to min airdash height, airdash j.C.
- This will safejump these characters with no delays or adjustments:
  - Sei, VAki, Arcueid, Ciel, Hisui, Mech-Hisui, Neco Arc, NAC, Nanaya, Sion, VSion, Wara, Kohaku, Ryougi, Hime, PCiel, Len, Roa

- These characters need a slight delay before you jump:
  - Nero, Tohno (1f delay)
  - Akiha, Kouma (2f delay)
  - Aoko, Ries (3f delay)
  - WLen (5f delay)
  - Satsuki (7f delay)
- This is trickier to safejump Miyako with, because her wakeup is faster than usual. You'll need to end your combo with 5bb 623b to give you extra time to be able to safejump 623c, and even then it's still pretty tight.
- This will not safejump:
  - 2f startup reversals (Ciel 22C)
  - H-Ryougi EX knife. You will trade and lose. (Meaty sweep trades with it and 22A safepit should beat it.)
  - EX grab reversals (C-Akiha 63214C, Kouma 214C)
- You need to grab WLen's EX snowflake to beat it. I -believe- the same goes for Kouma 22C.

Simple safejumps like this one are strong because they're completely ambiguous between a safejump and mixup. In contrast, setups like the autopit safejumps are unambiguous. These safejumps don't have that problem, but you have to guess more options in exchange (especially heat).

Worth noting you can buffer a backdash behind the j.C, and if the j.C whiffs, you'll backdash when you hit the ground. (The j.C blockstun will eat your backdash input otherwise.) This baits heat, but unfortunately puts you too far away to really punish it. This OS is more effective with setups that put your back to the corner, since you'll still backdash heat and will remain in range to punish since you're backdashing into the corner.)

Another thing worth noting is that if you go to do mix instead of safejump, it's common to do IAD j.B whiff 2a as the low, and time the 2a to hit close to meaty.

5.3.2. safe pit okizeme
Okizeme using air pits. This is your go-to layer 1 okizeme.

[5.3.2.1] falling 22a pit safejump and timings
Do a falling j.22a right before you would hit the ground, then land and block. This beats every wakeup reversal, *including heat*.

This can be autotimed to hit meaty against most characters. The combos given are *not* the only ones that will work, but *are* what I tested:

- **2a 5c 4c(1) 5a6aa 4c 2c 623b 4c 2c 623b 4c 2c j8 falling 22a right before hitting the ground**
  - Nanaya, Tohno, Sion, Wara, Mech-Hisui, Sei, Miyako, Ciel, Vsion, Arc, PCiel, Warc, Len, Roa, Hisui, NAC
  - There is a fair amount of character to character variation in here, but all characters should get at least two ticks if you time the combo correctly. I'll get more details later.
- **2aa 5c 4c(1) 5a6aa 2b 2c 4c 623b 4c 2c 5bb 623b 4c 2c j8 falling 22a**
  - Hime. Requires a high 4c catch, and is easier with more gravity. Fair warning: you can catch her -too- high and the 2c will whiff.
- **2aa 5c 4c(1) 5a6aa 4c 623b 4c 2c (5bb) 623b 4c 2c 5bb 623b j8 or j9 22a before hitting the ground**
  - Akiha, Kouma. The 623b needs to catch them high.
  - This will hit about 1f late on Nero and Tohno. Wouldn't recommend doing it on Tohno, but *would* recommend doing it on Nero because it's a lot easier to time.
- **2aa 5c 4c(1) 5a6aa 4c 2c 623b 4c 2c 623b 4c 2c 623b j9 or j8 falling 22a before hitting the ground**
  - Aoko, Ries
- **623b sj9 22a before hitting the ground**
  - **THIS DOES NOT BAIT HEAT.**
  - Satsuki, WLen

Some characters, though, require a manual delay on the jump cancel for the pit to hit at all. Others—those marked with asterisks—CAN be timed like this, but don't have to be.

- **2c slightly delayed j8 falling 22a before hitting the ground (high hitcount)**
  - Ryougi, Kouma*, Satsuki*
  - Nero*, Kohaku (needs slightly more delay)
  - Akiha* (more delay still)
  - Aoko* (still more)

Notes:

- 2c j8/j9 = don't do the last 623b—just end the combo with the 2c and jump cancel said 2c.
  - Autotimings done like this are dependent on

- the height at which you hit the opponent with 2c, which is in turn dependent on the height you catch the opponent with any buttons before the 2c.
    - If you're doing, say, 2aa5c 4c(1) 5a6aa 4c 2c 623b 42c 2c 623b 4c 2c, you actually want to hit the 4c slightly later than the earliest possible timing, so that you catch them lower to the ground and they hit the ground sooner.
    - Character hurtboxes affect this! Some characters will just get juggled differently during your bnb, affecting the height at which you might catch them with 4C.
        - Higher 4C catches are easier if you do 4c 2c 5bb 623b the rep before.
- when you jump cancel the 2C.
- All the ones ending in 2C j.8 falling 22A seem to need a high hitcount.
    - For this, a high hitcount=21+ hits and the combo had 5a6aa in it.
        - As stated in the combo section, 5a6aa adds extra hits to the internal hitcount, which makes it important here.
        - Note that if you do 5a6aa twice, making the *internal hitcount* too high, the 2C at the end will be techable.
- None of these autotimings will be perfectly consistent (because perfect consistency here is a 1f timing), but they're better than not having them. You'll at least get one tick meaty, generally.
    - Fewer ticks IS worse frame advantage, though. Getting all three ticks gives you a lot more leeway. You should at least -try-, especially in matchups where it doesn't matter if you're a frame or two off on your meaty timing.
        - This is especially notable because with 3 ticks, 236a will connect gaplessly; with fewer ticks, it won't. Doing 236a after the pit can fish out certain kinds of dicreolling while also keeping pressure, but it's very risky unless you get all 3 ticks.
- *I need to sort out what kinds of delays are needed on jump cancels outside the more obvious cases.*

A caveat:
- This setup is safe, but telegraphed and somewhat reactable. As a result, you need to be prepared to punish things like ex shield>jump, bunker, shield>dp, shield counter, backdash, and so on when you face opponents prepared for your okizeme.
    - One good way to deal with people trying to shield pit okizeme on wakeup is to intentionally mistime it so they fuck up their shield attempts. They'll

fail an ex shield, or whiff a shield because they tried to shield more ticks than were going to hit them, and you'll be free to punish.

- It's easier to do this with 2C j8 falling pit than 623b j8 falling pit, because there's more freedom to be ambiguous with jump cancel timings on 2C.

○ A and B pits are only active for 3 frames, so they're easy to backdash through. You can punish backdash pretty much the same as you would midscreen after airthrow.

[5.3.2.2] 22b pit safejump

As above, but you j7.22b or IAD back j.22B.

- Needs to be manually timed, and is honestly a pain to time, since it's only active for three frames. You are likely to hit late. This doesn't matter as much as you might expect in many cases, though, because…
- This is safe okizeme not so much because you land and block, but instead because you outrange most reversals (and those you don't outrange can be airblocked).
- If you time it right and get all three ticks, you can connect an airtight falling airdash j.A.
- Has most of the issues 22A pit does, but it's harder for your opponent to attempt to punish you for being predictable with it, since you're farther away. On the flipside, though, it's harder for you to punish them for doing things like backdashing, too.

[5.3.2.3] 22c pit safejump

As above, but j7 falling j.22c is a true safejump (you will land and block reversals). You typically do IAD back j.22C, though, because it lets you dashblock if your opponent tries to challenge. (You can also sj8.22c if you want, though it's less safe.)

- Is significantly easier to time: it's active for 17 total frames. I won't list autotimings for this reason.
- After IAD back j.22c, it's common to sj9 and do
  ○ land 2a (and block instead of 2a if the opponent is challenging)
  ○ Late airdash j.C
  ○ j.C 9~7 falling j.C, to deal with bunkers
  ○ j.C j8 falling j.C or airdash j8 falling j.C, to bait people heating after the pit finishes ticking
  ○ high j.C 66 j.B or high j.C land 2a for mix (and any other kind of airdash mix)

- It's also common to dashblock or stand still for a second, then choose whether or not you want to commit to an IAD for mixup. The 5 ticks give you plenty of time.

[5.3.2.4] tk pits
You can also do tk 22b and 22c after 623b. (tk 22a pops you up, rendering it not very useful.) This is manually timed, and I honestly haven't explored it too much.

[66 tk ex pit seems to work on sion after 623b, which I guess is fun.](i.e., it meaties and safejumps, so it's basically an autotiming)

5.3.3. ribbon oki
Oki using ground 236x. Unorthodox, but passable.

[5.3.3.1] 236A safejump
After 623b, you can use 236A as a safejump, sort of like a budget C-VAkiha. Has to be manually timed, though, so I don't recommend it.

[5.3.3.2] using 236B to autotime airdash j.C safejumps
Do 236B airdash j.C after your combo. It'll safejump. Video.
- This setup uses the same autotimings as the 22a safejump setups. (N.B.: This excludes Satsuki and WLen, who you cannot autotime a safejump on with this.)
- Be aware that you cannot airdash until a certain point in 236b's animation—it is entirely possible to input airdash too early and get nothing. Because of this, I strongly recommend using 66 to airdash here; the buffer window is larger than 6a+b (6f for 66, 3f for 6A+B).

[5.3.3.3] 236C shenanigans
The 236C ribbons can be used to obscure airdash mixup, like some kind of budget blue fire or hellzone grenade. It's not a primary option, but it can be effective if used sparingly.

You can time the 236C so that all the ticks hit, or only some.
- If you time it early enough that only the last few ticks hit their wakeup, it will safejump (although this safejump can be beaten by low profile moves, so beware).

- If you time it so that everything hits, they'll be in blockstun while you're airdashing around. Fair warning: this is weak to bunker, and you'd probably rather hit 236C early than get smacked by their bunker.
  - If they shield any tick of 236C, though, they autoshield all the ticks, and you get a free throw.
- If timed so that 6 ticks hit, doing j9~7 as soon as you can will bait DP, heat, bunker, etc. However, the ribbons may hit the opponent once their DP invul runs out, which can make it hard to confirm into oki.
  - [6:13 PM] duskthanatos: p sure I have enough +f to do j.c 66 j.b or j.c land low(edited)
  - [6:14 PM] duskthanatos: tags backdash enough to get 2c into combo
  - [6:15 PM] duskthanatos: i didn't finish testing it though, so maybe someone has a wack way of getting out like a f1 low profile
  - [6:16 PM] duskthanatos: if you mean if they block the dp bait, I need to to triple check but I think i still get the falling j.C
  - [6:16 PM] duskthanatos: so I should still get the mixup
  - [6:17 PM] duskthanatos: I'd want to hit the j.C earlier for that maybe, though. I'd need to see if the same timing gave me an airtight j.C and also combo'd the flameribbons hitting dp
  - [6:17 PM] duskthanatos: if it did that kind of autopilot would probably still be good
  - [6:18 PM] duskthanatos: esp if they'll die if I bait dp and I don't care about getting that AT kd
  - [6:28 PM] duskthanatos: i think if I just land instead of jumping again I get a throw but I'll double check later
  - [6:29 PM] duskthanatos: I might still get the throw
  - [6:29 PM] duskthanatos: jumping

5.3.4. flameweb oki

Oki using j.236x.

[5.3.4.1] tk j.236A/tk j.236C

Perform a 2369a after a 623b knockdown. You'll put down a flameweb, jut backwards a bit, and the flameweb will meaty them for you.
- This is a strong option, just because **flameweb is unshieldable.** The opponent cannot bunker or wakeup shield, and basically has to DP or block.
- You can either:

- block, let the flameweb meaty them, and then dash in and continue pressure;
- or immediately dash in, and use the meaty to cover a mixup between 5{b} 2a and 6c. (This mixup has been fairly effective for me, but it is in no way DP safe.)

EX flameweb does the exact same thing, but has a different timing (it's 3f faster) and a larger visual. You can use it to just burn meter.

To be clear, you need to manually time it—though since the web is active for 5f, it's not that bad.
- On normal risers, it's a slight delay before the flameweb. On slow risers, it's a fairly long delay.
- If you delay it so that it'll hit after throw protection wears off, and do a superjump tk, I think there's 1f window to dash throw them after you recover and have the web hit them during the throw. Really gimmicky, and too difficult for my taste, but it's there.

[5.3.4.2] tk j.236B
Video.

Doing this after 623B will let you use it to autotime a safejump against normal risers (e.g. Nanaya).

This is too high to land and block shield counters, but in exchange, it's a very good height for the j.C 66 j.B fuzzy.

Fair warning: the j.236B will actually hit really tall characters standing. (I know it hits Nero, but can't remember if it hits Wara or Hime. Will check later.)

[5.3.4.3] 66 tk j.236B
Causes you to do the j.236B flameweb and then fall straight down. A few important notes:
- Falling j.C will safejump. (So will falling j.A, which is important, because that falling j.C is tight.) Video.
  - Doing 66 j.236B immediately after 623b will autotime this for normal risers.
  - You can just do mix instead of a safejump, if you want, and it'll be pretty ambiguous between the two.

- On Aoko, Ciel, Pciel, Sion, VSion, and WLen, you can grab and they'll get hit by the flameweb. [Video.] (Ignore my happiness in that tweet; the tech, as stated, only works on those six characters. I'm still losing my mind that it doesn't work on Nero, Wara, or Hime.)

[5.3.4.4] 66 tk j.236A

Oki setup that opens up the opportunity for a throw that does a decent amount of extra damage and is hard to tech, but has a slightly awkward rps, because you yourself end up in throw range.

Doing 66 tkj236a immediately after a 623b ender autotimes this for Sion's wakeup (and characters with the same headfirst wakeup timing).

Done properly, you can do one of the following things:
- Meaty 5A/2A
  - Will beat mashing and throws and jumpout attempts; gives frame advantage when the web ticks on block
  - Can beat heat if heat is OS'd with 2a 2a+d and other similar OSes (though this os is awk bc of hmoon shield; need to remember to account for heat startup variance)
  - Can beat dodge and grounded backdashes if you just mash 2aaaaaaa; other backdashes, 2a 2c or 2aa 2c
  - Loses to DP, shield (can OS h/f shield counter), bunker
- Throw
  - Beats blocking, shield, bunker, and dodge; gives additional throw damage on web pop
  - Loses to opponent throwing first (you must throw after throw protection wears off; they don't have to); also loses to mashing, DP, heat, airborne backdashes, chickenblocking, etc.
- Block
  - Beats DP (though be wary of ex cancels), mashing (you block them, the web pops on them, and they get hit), bunkering, shielding
  - Wakeup dodge and backdash invul through the web but you'll keep pressure; can possibly guard crush people trying to chickenblock. Unsure abt j9
  - Loses to throw and heat
- Jump (and falling j.C)
  - Beats heat, throw, shield, bunker, dodge
  - Loses to dp and 5a mash, airthrows, people just dashing out, etc.

[5.3.4.5] j9 falling j.236B

Good okizeme setup that gives you several options. You can either use it for a throw setup, which is fairly strong against everyone, or a way to obscure mixup, which is decent against characters with poor reversal options or opponents out of meter.

- To use it to obscure mix, you'll be doing the web around the lowest height you can airdash cancel it.
    - On normal risers, the web won't meaty. However, you can meaty yourself by airdash cancelling out of the web recovery and doing a j.A or j.C, if the web is done high enough. (The web will go off afterwards.)
        - Pretty irrelevant factoid: the web tick will keep them standing if they didn't immediately switch to low block after getting hit by j.A, which CAN enable fuzzy j.b to hit. However, if they know what's going on, they can just low block immediately after j.A, and your j.B whiffs and they also block land 2a. Pain.
    - Doing a whiff j.A/B/C after the web and landing and blocking will bait reversals. (Tested against Sion 623b.)
    - Doing sj9 out of the web will also bait reversals and heat.
- [You can also use it to do a throw setup, if you do the web a bit lower.](#)
    - Piano b~c for 2 chances at the air normal whiff to cancel web recovery, which lets you do walk forward throw or 5a. To get the j.b/c whiff into land 5a, I found it was easiest to just roll c~b~a.
    - Doing nothing will beat most attempts to reversal you, and will also punish people attempting to fuzzy mash your throw. However, they CAN do shit like dash 5A because the web won't go off for 10f or something, so be careful.
    - You CAN dj9~6A+B buttons out of this web even though it's done so low, but it won't come anywhere close to meatying.
- Right now, I only have tested this on normal wakeup speeds (e.g. Sion). The web may be able to meaty slower risers.
    - You can probably follow the 22a autopit timings here.

[5.3.4.6] 66 j9 falling j.236B

Variation on the above. Still not very fleshed out, though. [Video here.](#)

Much easier to time than the above, but can't safejump faster (3f and 2f) reversals. The grab mixup here is weak to fuzzy mash.

[5.3.4.7] airdash j.236B whiff j.A

~~Hard as hell, but the best throw setup you have, I believe.~~ [Video here.](#) ~~This is just the timing for Sion wakeup speed; slower wakeups, it may well be fine to j9~6A+B after 623B. Testing is required.~~

~~*The airdash needs to be slightly above min height, or else you won't be able to j.A whiff after the web.*~~

~~Unlike the above, this isn't weak to fuzzy mash; however, it IS tight. The whiff j.A is required to get j.A landing recovery instead of the web's landing recovery.~~

This is wholly superseded by j9 falling j,236b, which does the same thing with less pain.

5.4: corner okizeme: 3-way setups

Almost all of these involve either a sacrifice of damage or meter—sometimes both. **If you're new, I would ignore these for now; go back and focus on manual safejumps, safe pits, and tk 236a.**

In general, people LOVE to DP and disrespect anything that looks like a three-way mix, so get your bunker baits and safejumps ready; you'll need them.

Note that this subsection is organized by the combo used for the setup, rather than the okizeme tool used or the specific ender used.

5.4.1. Half-momiji setups

Most of the setups you can do off half momiji also work off **2aa 5c 4c 5a6aa 6c 2c**, if you find the half-momiji difficult. It does leave them slightly further out of the corner, but that doesn't matter much.

The vast majority of what you can do with this is the same as C-VAkiha, except C-VAkiha j.C sucks for mix because she can't jump or airdash cancel it, and yours is happy funtimes. You can

refer to [Tonberry's video on C-VAkiha's half momiji](#) to see your general options. **I won't cover the ones in that video.**

[5.4.1.1] airdash body push l/r
[Video.](#)

Two things worth noting here:
- Left/right is determined by your airdash height.
- The opponent will end up very visibly out of the corner, if they know what they're looking for.

[5.4.1.2] forward walk body push l/r
[This video](#) isn't perfect (since it doesn't show the land 2a l/r), but it should give you the basic idea.

Cancel the final 2C of the half momiji with a whiff 2a, then walk forward a tiny amount or not at all for crossup, and slightly more for no crossup. Fairly straightforward, but EXTREMELY hard to see.

[5.4.1.3] single tick 22c
[Kind of incomplete video.](#)

- If you delay the whiff j.B more there, they get ticked into the corner and it's sameside low instead.
- If you hit them with a backwards j.C, you can then land 2a or 9~6A+B j.C for a crossup high.

Overall, a fun setup.

5.4.2. wallslam 623c setups

[5.4.2.1] basic left/right/safejump
Airdodge or jump after the 623C, and as long as you're between them and the corner during the last bounce of 623C, they'll land outside the corner. You do have a lot of freedom to do whatever kind of airdash mix or safejump you'd like, [but most basic mixup attempts will be fairly seeable.](#)

(The difference is a very slight drift forward before the airdash back; doing j9 instead of j8 also works, but is more seeable.) Note that you do recover in time to block DPs if you want to block a DP instead of hitting 2A; however, this setup is fairly weak to OSes like 214dd and 214d~2d. *The airdodge there appears to not put you in the corner against all chars; will test more thoroughly later, but it doesn't work on Tohno.*

Overall, I think the two setups below are much better uses of wallslam 623C than normal airdash mix.

[5.4.2.2] backwards j.22a
Video.

Gets you a pit that ticks them out of the corner. It's a pain in the ass to time, though, since getting all 3 ticks to hit meaty is a 1f timing, and the timing is entirely manual.

[5.4.2.3] backwards j.236b
See this twitter thread.

See this one, too, for a left/right involving backwards j.236b.

After doing web and landing inside the corner, j9 will also bait dps. Note the web can only be blocked one direction if you land inside the corner, which may get you a few hits on people who don't realize it can't be blocked both directions.

5.4.3. 6aa/6c loop combo (and 6c loop adjacent) setups

[5.4.3.1] ...5a6aa 6c 66 w2a 5c 2c j.236b 3-way
Video.

It's important to note that each mixup option (high/safejump, sameside low, crossup low) is *manually timed* to hit meaty, by manipulating the time you jump cancel out of the 2c or do the j.236b. **You have to know what option you're doing by the time you hit the 2c.**

[5.4.3.2] 214C setup
Video.

2aa 5c 4c 5a6aa 6c 66 w2a 5c 2c w5a6aa 5c 2c 214c

If they actually block it, you can have fun. I'd expect a lot of last second bunkers and stuff, though.

[5.4.3.3] 2aa 5c 4c 5a6aa 6c 66 w2a 5c 2c w5a6aa 6c 66 5c 2c
Combo that can leave them firmly in the corner or almost invisibly outside it. ~~Here's a video that, because I'm silly, only shows the crossup.~~ Here's a video that shows it a bit better, though it's still not the primary purpose of the video.

Whether or not you leave corner space depends on how far outside the corner you hit them with 5c.

[5.4.3.4] 2aa 5c 4c 5a6aa 6c 66 w2a 2c slight delay j9 falling 22a
Gives you the same backwards pit as [5.4.2.2].

Related thing that's bad but VERY funny.

6. Pressure

I just copypasted this straight from my notes. Hopefully, it's alright.

6.1: frametraps

6.1.1. automatic frametraps

You're going to be using manual frametraps a lot more than these automatic ones, but it's still worth knowing them. A handful of notable ones, all of which assume you have corner:

- **[5c/4c/2c]>6c**
  - If they mash a button that's low to the ground, you trade advantageously: you get slight hitstun, they get wallslammed and you can pick up with 2c and combo. However, this just does not catch jumpouts; If they j7, they're out. And further, if

they block 6c, your turn is over. Worse, they might mash 5a and your turn is so over *that it's their turn*.

- **With proper spacing, [most buttons]>w5a6a**
  - The spacing is basically just being far enough out for 5a to whiff and 6a to hit. Using 2b in your string is a good way to get to that spacing.
  - This is pretty sketchy on catching jumpouts; might if they jump really late, won't otherwise. Don't expect miracles.
  - Worth noting that this sometimes still requires a manual delay depending on spacing.
- **[5c/2c/4c/5b/6aa]>214a**
  - This works, but also sucks. You get about as much damage as a throw and no combo. (I'm not even sure you're more than +1 or +2 if it counterhits.) I think it'll hit people trying to jump, but the reward is still piss poor.
- **Spaced 5b>[w5a/w2a]>[5c/4c/2c]**
  - Catches jumpouts, catches mash. Unfortunately, we pay for having such a good 5a here. The price for having such a great horizontal 5a is that the spacing for this is really specific, and pretty much at the edge of where you can comfortably confirm.
  - You may have to overextend to continue pressure if this doesn't catch anything. Don't be afraid to back off after. Returning to neutral on your terms is better than returning to neutral on theirs, or worse, getting tagged.
  - 5b w2a 4c is technically airtight done as fast as possible. However, it will frametrap fine with a tiny delay. If you're anything like me, you will have to actively try in order to not frametrap with it.
- **Spacing trap: 5a6aa>4c or 5a6aa>5b**
  - Not a real frametrap (you're -1 after 6aa), but your 4C is so big it tends to catch people doing things regardless.
    - Beware doing this on characters with large, fast abare buttons, like Satsuki (2C) and Len (3C).
    - Abuse this against characters with poor jabs, like Hime.
- **Spacing trap: spaced 214a>4c or 214a>5b**
  - Works the same as the above.

6.1.2. manual frametraps

Pretty much any string of normals can be delayed enough to be a manual frametrap; this *is* Melty. (Most of your frametraps are going done be done this way, via manual staggers.) I'll just mention the standout button:

- **5B**
  - Button is nutty. Amazingly long cancel window allowing for very deceptive staggers. -2 on block; -1 if whiff cancelled into 5a. At certain spacings, 5b>5b will spacing trap people trying to mash jabs. Main downfall is that it trips crouchers, so you need to be willing to plan around that for hitconfirms.
  - [See the appendix](#) for notes on how to more easily get 1f/2f taps on stick/hitbox/claw grip.

6.1.3. walk back and forth>button

Yeah, this isn't technically a frametrap. But sometimes, people need an incentive to get them to mash. Nothing tends to prompt mashing like you walking back and forth.

6.1.4. OS hitconfirms

I'm going to take this section to discuss a few ways to OS your hitconfirms, so that you can make converting your pressure into damage more consistent.

The first and most common way is just autopiloting a pressure string that also combos on hit. If you do 2aa 5c 4c 2c as a pressure string, then you're already pretty much starting your bnb, and get plenty of time to realize you should be going into 623b after the 2c. (And as a corollary, you should be wary of using staggers that are hard to hitconfirm. For example, I find 5a…...6a particularly bad about this for catching jumpouts; if you hit them in the air, it becomes a complete nightmare to hitconfirm. So when staggering 5a 6a, you might want to leave only a 1-2f gap, or not stagger at all.)

A second and less common way involves abusing the cancel properties on your character's buttons to OS some hitconfirms for your frametraps. One common example: on a character with reverse beat that's content to hitconfirm into an aircombo, this will look something like [launcher button]>9~3A>5b ; since you can't jump cancel on block, you'll jump and go into j.AB if the launcher hits, and reverse beat into 2a 5b if it's blocked. You'll see C-Aoko players do this to confirm 3C, H-Satsuki players do it to confirm 5[C], and so on.

This particular variant, obviously, isn't that great for H-VAkiha; aircombo is a bad confirm for her and her launcher sucks in pressure. However, she has access to another cancel property OS on 6AA. 6AA can only be special cancelled on block, but can be normal cancelled on hit. It's also only -1 on block. *So,* you can input a 2c after it, and it'll only come out on hit, letting you hitconfirm the trip on hit and stay at -1 on block. (I also think you can time it so you can input 2c

4c and both hitconfirm with 2C 4C and get a 4c after 6AA recovers on block.) 6AA can be a pain to confirm, so this can help a lot.

6.2: pressure reset tools

6.2.1. primary reset tools

- **Blocked 5A**
  - Big +1 5a. Rebeating into it on block is essentially the same as doing whiff 5a to get frame advantage—and even if you're +1 instead of +3, you're closer to your opponent.
    - You can treat this like a whiff 5a reset in every way: you can pressure reset off it, continue your string and frametrap, attempt a throw, etc. This move is the backbone of your pressure when you're right next to the opponent.
- **Rebeating 5b/5c/4c/2c into 5a/2a whiff**
  - Surprise, an H-moon character can do w5a/w2a resets! This is your typical [C normal]>w5a into redash, or IAD... or a frametrap fakeout where you smack them with another normal instead of going back in, to punish an attempt to call out your reset.
  - I think you're +3 off 5c/4c/2c and -1 off 5b. (Those are basically all that matter.)
  - Keep in mind that the spacing is somewhat finicky because 5a is so big and horizontal.
- **Charge Pillar**
  - Spaced right, charge pillar gives you nice +f and lets you reset pressure. That being said, charge pillar is also a fat 28f startup (and I hope you made the pillars hit right, or it's effectively even longer).
    - A lot of characters can call your ass out on this reset. F-Satsuki, F-Kohaku, and C/H-Ciel come to mind (EX hop grab, EX counter, EX Hiero), since they punish it especially hard, but pretty much every character can just get out if they call it out, and a plenty of characters I haven't mentioned still have solid punish options.
    - You can try to condition people not to contest it by doing normal pillar, but this can be sketchy.

6.2.2. more gimmicky reset tools

- **236A**
  - Don't use this as a reset very often; use it if you think people are going to shield you midstring, instead. *It's 40f startup*, so it's a bit too reactable.
  - It'll hop some lows. That's about the only good thing it does. (They can actually block before the flametongue comes out if they mash 2a, hilariously.)
- **22A**
  - Also don't; see above for why you shouldn't do this. However, *do* see the stuff on IAD j.c j.22a below.
- **5[B]**
  - 29f startup, +3. If you're willing to condition them to sit still with partial charge 5bs, this might be real.

6.3: using IAD in pressure

- **IAD j.C**
  - This is primarily for punishing mashing that you can IAD over, or trying to greed a mid-pressure j.C 66 j.B fuzzy.
    - It's a decent callout against a lot of mashing. It'll also semi-reset pressure on block, but it has as much pushback as 5c or 2c, so IAD j.A is way better for this.
    - Note that this isn't a mixup on its own. If you want a pseudo-mixup, that's double airdash j.C.
    - Something worth noting is that sometimes, you want to airdash higher than IAD height to vertically outspace antiairs (especially fuzzy 5A mashing) or set up that j.C 66 j.B fuzzy.
- **IAD j.A**
  - Doing IAD j.A is very similar to doing dash 2a to reset pressure—low pushback on block, lots of forward movement, gives you a tick throw or frametrap opportunity. However, they have to already be conditioned to block IAD resets high, or the j.A will just whiff.
- **IAD j.C j.22A**
  - On paper this looks kinda bad. 38f reset? Yuck. In reality, almost all of the startup looks the same as you just falling after IAD j.C, so you can get way more mileage out of this than you'd expect.
- **IAD mixup**

- ○ See the following section on IAD mixup.

6.4: IAD mixup

Fair warning: everything other than the higher airdash j.C 66 j.B fuzzy (and its counterpart low, higher airdash j.C land 2a) is fairly reactable. The fuzzy gives everything else a degree of threat, though.

Note that for all airdash mixups, unless otherwise stated, cancel the airdash into the normal as early as you can. You can start varying the length of your airdashes past yomi layer 1 (usually to make yourself harder to shield), but be careful, since it incurs extra risk.

6.4.1. Highs
- Higher airdash j.c 66 j.b (fuzzy!)
  - ○ Your best high option, by far. 17f overhead.
  - ○ Sketchy or outright doesn't work on Miyako and WLen (and probably necos).
- IAD AD j.c (aka double airdash j.C)
- IAD j.a AD j.c
- Jump, falling airdash j.C
  - ○ One counterpart to empty jump low.
- IAD j.c dj.8~6A+B j.c
  - ○ Should look about the same as an airdash cancel.
  - ○ Uses your second jump. Unfortunately, you can't actually airdash cancel j.C at IAD height, so you have to blow your second jump.
- IAD j.ab dj.8~6A+B j.c
- IAD j.ab dj.7~6A+B j.c
  - ○ This one is an OS against h-moon and f-moon shield counter. If they shield j.a, then the shieldstop eats your j.b and you chickenblock immediate shield counters. If they don't shield, you get a normal mixup. Keep in mind this loses to f doing shield into an air unblockable special like a DP.

As a character-specific special, IAD j.B will hit Nero, Wara, and Hime crouching.

6.4.2. Lows
- IAD j.a 2a

- ○ Has a gap before you land; you can get thrown out.
- IAD j.c 2a
  - ○ This and IAD j.A 2a are the simplest and best lows.
  - ○ Gapless.
- IAD j.b 2a
  - ○ On okizeme, it's common to intentionally have this j.B whiff and land 2a meaty.
  - ○ j.B will whiff on all crouchers besides Nero/Wara/Hime, but j.B 2A is gapless.
- Higher airdash j.C land 2a
  - ○ This is specifically here because it's a counterpart to the j.C 66 j.B fuzzy.
- Empty jump 2a
- IAD j.ab 2a
  - ○ Varies the timing. The j.B technically fuzzies, but there's no counterpart low.

6.4.3 Using your second jump

You can use your second jump to OS shield counters and some held shield>special options, like so:
- IAD j.c dj,9~7 falling j.c 2a
- IAD j.c dj.9~7 falling j.c AD j.c

dj.9 comes out on block, and dj.7 comes out on shield, letting you chickenblock their counter. If you input it too fast, you get sdj on block and shield—which, interestingly, makes some shield counters whiff, but is also flat worse because you take longer to fall.

When you use your second jump, ALWAYS input this 9~7. The only reason not to would be if you were to j8 to bait heat instead.

6.4.4. Starting with jump or sj9 instead of IAD

If you start mixups with a jump instead of an airdash, you get an extra airdash to use for mixup:
- j.9 falling j.a airdash j.c 8~6A+B j.c
- j.9 falling j.a airdash j.c 2a
- sj9. Falling j.C 9~6A+B j.C 66 j.B

Can do lots of other things in this vein I won't bother to list.

6.4.5. Misc

Few other random things:
- IAD j.a land throw
  - Personal favorite. Poor reward if you have no red health to recover, but arguably one of the best ways to open people up who're blocking everything.
- IAD j.a land 6c
  - You may get this by accident a lot if you airdash cancel with 6A+B in delay >_>
- IAD j.c j.22a
  - Pressure reset mentioned above.

These are less solid options. Do them proportionally less.

6.4.6. Baiting

This has some overlap with 6.5, but I'll leave it here for completeness's sake.

- **Baiting tapped C-Moon Shield/H-Moon Shield**
  - Cancel the normal late into your airdash, instead of immediately. This makes the shield attempt whiff, and you should CH them.
  - Do the IAD j.ab 7~6A+B j.c OS listed above, or the IAD j.c dj.9~7 OSes.
  - For H, you can j7 and chickenblock the shield counter. You can also airdodge the counter. Some people say you can just react to the clash and j7 or airdodge, but I'm unsure this is correct.
    - A proper IAD j.c will hit h-moon counter and you'll land and block it. If you don't land and block it your IAD was too high.
  - As an aside, never try to punish a shield you just saw whiff—it won't work, because the recovery on shield is just short enough that you can't really punish a whiffed shield on reaction.
- **Baiting held shield**
  - C-moon, they're maniacs unless they have a DP or something decent to cancel the shield into. IAD j.AB will punish held shield on C-moon if they don't cancel it into anything; the j.b will CH shield recovery. But they won't do held shield unless they have something to cancel it into, generally.
    - If that something is a command throw, do one of the OSes with j.7~6A+B or j.9~7 and you should jump the command throw.
    - If that something is a DP, you need to do some galaxy brain shit. Just respect the DP and do one of the things below.
  - IAD, let the airdash end, falling j.C whiff. You can then land and hopefully punish.

- - ■ Jump instead of airdashing, and see if they still shield.
    - ■ For F-Moon, you can treat shield counter similarly to H-Moon; the j.ab 7~6A+B j.c OS or IAD j.c dj.9~7 falling j.c OSes work against immediate shield counter. Note that F can special cancel their shield, though, so don't be surprised if you get shield>dp'd or something instead.
- **Baiting immediate heat**
    - ○ IAD j.8/9 falling j.c
- **Baiting heat after IAD j.a or IAD j.c**
    - ○ IAD j.c j.8 falling j.c 2a OR IAD j.c j.8 falling j.c AD j.c
- **Baiting chickenblocking**
    - ○ Blockstring them to the ground.
    - ○ Tick airthrow.

6.5: tools for beating specific defensive options during pressure (universal)

Organized by what you're attempting to beat..

- **Beating jumpout**
    - ○ 5b w2A/5A 5c/4c/2c (good damage, bad if blocked)
    - ○ Prefer 5c; it moves you forward more and therefore screws you over less
    - ○ w5a/2a dash 4c (good if blocked, poorer return on hit)
    - ○ yolo airthrow
    - ○ Basic stagger strings, if they're just maniacally holding 7

- **Beating people shielding dash 2A/5A resets**
    - ○ 5a7aaaaaaaaa (vs H/F shield counter)
    - ○ Better: 4a 7~1a
    - ○ Throw
    - ○ Dash 5b/2b or 4c/2c (5c risks catching a jumpout and wallslamming)
    - ○ Slightly delay your redash normal and CH the recovery (vs H, and C if they're trying to EX shield and won't react to the delayed shield)

- **Beating people shielding IAD j.A/j.C**
    - ○ IAD j.c dj.9~7 falling j.c OS (vs H/F counter)
    - ○ IAD j.AB dj.7~6A+B j.c OS (vs. H/F counter)
    - ○ Delay the IAD normal (vs. H shield and C attempting to tap EX shield)

- - ■ Airdashing twice before hitting a button is a solid way to do this
    - ○ IAD ends, falling j.C whiff (this is the riskiest)
    - ○ Long IAD j.AB (fucks up c-moon, since it gives them a normal shield and you should probably j.b before they react and do a special)
    - ○ Just jump instead of IADing and see if they still shield

- **Beating people shielding in the middle of your pressure string**
  - ○ Best answer is to do 236A midstring. It's +f on shield
  - ○ Do different normals 4head
  - ○ Hold 7 while inputting your blockstring, or input 7~1 after every fucking button. This will basically ruin your ability to hitconfirm, but autobaits shield.
  - ○ Just… wait and make the shield whiff.
  - ○ Reset where you think they'll shield and act accordingly.

- **Beating people dodging midstring**
  - ○ Be less predictable 4head
  - ○ Cancel your normal into A mashing
  - ○ 5b>6c (this also works nicely against shit like fkoha counter)
  - ○ [5c/4c/2c]>BE5b (will not punish, but will reset pressure)
  - ○ Reset your blockstring where you expect dodge instead of continuing it
  - ○ Does 5a6aa beat dodge, since it can cancel into itself on whiff?

- **Beating people just mashing**
  - ○ See the frametrap sections

- **Beating people heating midstring (1ABCD OS)**
  - ○ Mostly stuck baiting with ambiguous resets and outspacing the heat. 5b is surprisingly good at this.
  - ○ 5[b] technically has clash frames, but have fun trying to clash their heat like that.
  - ○ 5a 5a 5a+d OSes are a thing but they're finicky as shit
  - ○ If they're heating after IAD j.c, OS with the shield OS above
  - ○ If they're heating as you IAD j.c, do something different like iabd then airdash forward. idk

- **Beating people bunkering you midstring**
  - ○ 5a6ee OS should work (grabs if they bunker, does 6a and 6aa if they don't)
  - ○ button>7~1 shenanigans should work
  - ○ Baiting with jabs (1A..A..A..A) should work
  - ○ Overall, treat it a lot like shield counter

- **Beating people doing the 1A+D throw tech OS**
  - Smash face (i.e., redash and do 5b or 4c or 5c or 6c)
  - Delay your throw
  - IAD j.c
  - Generally, treat it like a low shield attempt

- **Beating people doing 1A~D throw OS**
  - Generally treat it like mashing

- **Beating people doing fuzzy 5A**
  - With a high airdash j.c, you can generally beat most 5a antiairs. This is convenient, because this is the height for your good fuzzy
  - Bait the 5a with air movement etc.
  - Galaxy brain callout: iad shield. Look like you have 200 IQ or die trying

- **Beating people EX guarding**
  - Jab staggers, i.e., 5A..A...A
  - Extremely late or unusual button timings
  - 6c
  - Reset-heavy strings
  - Throw

7. Defense

7.1: a general note on risk/reward

Before I say anything else, I think it's important to point out how risk/reward ends up working for this character on defense.

This is gonna sound snarky, **but it doesn't work for her well at all in most cases.** Let's think about a typical scenario where you're blocking in the corner.

You're blocking H-Nanaya's stagger pressure, which is pretty ambiguous. You can challenge, but if you do, you're likely to eat a frametrap. Specifics:
- Let's assume you get hit by 2b when he does 5b w5a 2b for damage calcs; further assume that's the only rebeat before he hits you.

- - ○ If he hits you, he does 4117 with 2b 2c 5c j.bc dj.bc AT, or 5253 if he spends meter for j.214c.
      - ■ If he does AT he keeps you in the corner; j.214c is a weaker tech chase.
  - If you mash him and succeed, you hit with 2A.
    - ○ You get about 4350 and the corner (doing something like 2aa 5c 4c(1) 5a6aa 6c 66 4c 5c 2c 623b 4c 2c 623b 4c 623b.)

At first glance, you might think, oh, those numbers aren't that bad! I get more damage unless he spends meter and gives up oki! But remember:
- You are much more likely to be incorrect about where to mash than you are to be correct.

If we assume we're right about where to mash even a generous 30% of the time in this scenario, then we can multiply the the reward by the % of the time we obtain it, multiply the life loss by the % of the time we obtain it, total them, and check our expected return on the decision. Assuming you spend meter and Nanaya takes AT knockdown, we can run the numbers like so:

$$(-4117*.7)+(4350*.3) = -1576.9$$

Not a good expected return, especially before we calculate in the power of Nanaya getting to keep you in the corner. But what if you were right a literally astonishing 40% of the time?

$$(-4117*.6)+(4350*.4) = -730.2$$

Still bad. **In fact, you have to be right about 49% of the time to break even on raw damage.** (Remember, we're discounting momentum.) And if Nanaya spends meter?

$$(-5253*.7)+(4350*.3) - = -2372.1$$

$$(-5253*.6)+(4350*.4) = -1411.8$$

You need to be right close to **55% of the time** to break even. (Again, though, remember we're discounting momentum.)

If we try to count momentum, things get a bit murkier; the math is arguably too complex to show here. And that's especially true when you start thinking about stuff like:
- how much life you have,
- how much life your opponent has,
- whether your opponent can easily regain lost life,

- the expected loss from your opponent getting okizeme when they hit you,
- the expected loss from your opponent continuing to pressure you,
- the expected gain from any momentum you get if you successfully abare, and
- how all the options on defense and offense interact, and how the rewards and penalties vary with each option.

That being said, here's a thought exercise to begin thinking about all this. Imagine the risk/reward on challenging H-Nanaya, now accounting for the following things:
- H-Nanaya's momentum is good but not great, since his AT oki isn't all that hot.
  - Generally, he'll get a meaty after AT, if that. So sure, he keeps his pressure going—but he won't mix you.
  - However, you lack good ways to challenge his meaty other than shield or bunker.
- Now consider your momentum if you're right.
  - Imagine your okizeme if you hit Nanaya, and add that in as well, considering that you have to account for Nanaya DP when doing your okizeme.
    - I'll trust you to understand the details of this side of the equation on your own.
  - Consider what kind of pressure you get if your okizeme itself doesn't hit.
- Don't forget to multiply the rewards and losses by the amount of the time you expect them to happen!

Now, in contrast, imagine challenging C or F-Nanaya. Imagine giving C or F-Nanaya damage and a knockdown every time you're wrong, instead. How's that change the expected returns?

 If you're not sweating thinking about that in comparison, well, you should be.

7.2: how do I challenge my opponent?

This section will talk some about the tools VAki has for challenging pressure and okizeme. I'll cover the options she gets from system mechanics first, then the options she gets from her kit.

7.2.1: system options

Quick overview of her system options:
- **Blocking**

- This is kind of a smartass thing to put here, I admit. But please consider blocking before you consider other things, at least until you get more comfortable making reads.

- **H-moon bunker**
  - 214D in blockstun will give you a clashbox and a followup hit that will give you a hard knockdown. Costs 100 meter. H-Moon bunker is godly.
  - You can also bunker outside of blockstun for free; this is typically used as a wakeup option against certain kinds of okizeme, since it covers them hitting both high and low.
  - Bunker loses to throws, delayed buttons, people clashing the bunker on purpose with a clashbox, and several other things.
  - If you're asking yourself about risk/reward here, the risk is however much damage you take for them reading your bunker + further momentum, and the reward is the hard knockdown (or the scramble, if it was a raw bunker).

- **H-moon shield**
  - Clashbox that will automatically go into a shield counter if a non-projectile move touches it.
    - Typically, you'll get 2k to 3k for a successful high shield counter, and just a knockdown off a low shield counter, unless you're close to the corner and can go immediately into 623B.
  - Shield loses to attacks that must be shielded the opposite way of how you chose to shield; throws; people baiting your shield counter, chickenblocking it, and then punishing it; and people making you whiff the shield, then punishing shield recovery.
  - Typical uses are shielding jump-ins or IAD resets, and hard-reading your opponent.
  - H-moon can fuzzy shield (mash 1dddddd or 4dddddd) better than c or f moon can because the counter goes off for you, eliminating the need to guess any timings. This still has all the same issues as shielding in general, but it's worth mentioning.

- **Fuzzy jump**
  - 1~7~1. Blocks low, then if you aren't blockstun, you attempt to jump. An OS that's good in a ton of places.

- **Raw jumpout**
  - Just inputting 7, 8, or 9. Note that j7 is 4f, and j8/9 are 3f; between the startup speed and the jump angle, j8 and j9 will escape some things that j7 won't.
  - j.9A is surprisingly good abare, sometimes.

- **1A+D**
  - Throw OS. Shields low if you aren't thrown, breaks the throw if you are.

- **1[A]~D**
  - Other throw OS. Does 2A>throw break. If you commit to this, you should probably just also input a few 2As after to hitconfirm, as well.

Overall, her system options are average. H-bunker is really good for her, but like all h-moons, she really suffers without EX guard.

7.2.2: character options

Quick overview of the main defensive options she gains from her moveset:
- **Fuzzy 5A**
  - OS usable by anyone by anyone with a good anti-air 5A. You just mash 4AAA, and if you stay in blockstun, nothing comes out. This is typically used if you think the opponent will do something like an IAD reset.
  - Your 5A is good for this, but not exceptional.
- **Fuzzy 2A**
  - As above, but 1AAA. Used to mash redashes, and other similar blockstring gaps.
- **4C**
  - This 7f god normal is really damn good at hitting whatever 5A and 2A won't reach. In exchange, it's extremely committal (31f recovery, anyone?), is often hard to follow up at max range, and gives you worse reward than 2A. Saying that makes 4C sound worse than it is, though; it's definitely busted, and extremely abusable.
- **j9.A**
  - Weirdly good, sometimes. If you've seen Sion do this a lot, the principle is similar.
- **2B, 2C**
  - Not as good as 4C, but they're still okay abare options.
- **623A**
  - Has head invuln. Poor reward on hit.
- **623B**
  - Low crushes. Note that this low crushes via missing hurtboxes, not via move properties like in UNI or P4, *so this can and will lose to 2As that hit higher than the low invuln.* Nanaya 2A is a good example of this. And of course, 623B is punishable as hell on block.
- **623C**
  - True DP, but has a superflash (making it vulnerable to 5A>reaction shield), and a tiny ass hitbox with zero verticality. Use sparingly.

Overall, her abare is good, but her DP game is extremely weak.

7.3: when do I challenge my opponent?

There isn't really a good answer to this; almost every challenge in MB is riskier than not. But despite that, there *are* better and worse places to challenge. The three biggest markers of when to challenge are this:

- Opponent is pushed out
    - When the opponent is more pushed out, they typically have fewer options to catch your escape, or have to read escape attempts much harder. Any reset attempt from far out is also significantly greedier, and easier to punish.
- Opponent blows a normal in pressure that's integral to hitconfirming
    - E.G., a character that relies on their sweep to begin their juggle to go into aircombo blows said sweep.
- Rebeat penalty is high
    - This is specific to playing versus C/H moon, but I still think it's fairly notable. Every time the opponent rebeats, the game adds proration to any hits they get for the next short bit, and rebeating again refreshes the timer on this. (If you want to observe this yourself, turn on the damage display in training mode, and do some blockstrings on a C/H character you're comfortable with.) Higher rebeat penalty = less damage if they hit you = better expected return on mash attempts.
- You must challenge immediately, or you are guaranteed to take damage or lose
    - Say the timer only has a few seconds left, and your opponent has more HP than you and you could get their HP down below yours if you hit them. In this situation, just challenge. If you do nothing, you will lose, guaranteed.
    - Likewise, if you're close to being guard crushed, you should also consider challenging.

There are other markers for when to challenge, but they're generally character specific and matchup specific. For example, some characters have moves that signal the end of their pressure, in the way that 623A does for F-VAkiha; you should learn what they are, and challenge or escape after.

Appendix

i. where do I go if I have more questions?

If you have more questions, you can ask them in your friendly local Melty Blood discord.

https://discord.gg/8NrARJA - Adacord, run by https://twitter.com/SleepyBasilisk. Particularly lgbtqia+ friendly.

https://discord.gg/KeuSaJ5My8 - Melty Blood Community Discord, run by ViviMayoi of Snail's Domain Weeklies.

Asking in the #serious-discussion channels is usually the way to go. Feel free to ping me when you ask (@Rhiya).

ii. special thanks

Special thanks to everyone who helped with this, either directly or indirectly, and everyone who wrote or made a resource I used here. That includes LPT, Tonberry, dare, sydoh, onemi, everyone who worked on the wiki, and a fuckton of other people.

iii. disclaimer

I wrote down what I know about this character, but I'm not going to promise I know everything. ("I don't know everything; I just know this thing.") I'm also not going to promise everything is correct, either; I'm fallible, and far from a perfect player. If you see something that's wrong, **please let me know.**

A lot of info is also incomplete; the okizeme section, especially, needs a ton of testing done.

iv. tapping buttons

[4:24 AM] Ada Basilisk: this might be physically weird but instead of a press and release motion it helps to press it while in the same motion sliding your finger or thumb off of the button to the side

[4:29 AM] Ada Basilisk: @duskthanatos it's something that i picked up in the context of platform hell stuff, to get 1 frame jump inputs so you don't bang your head on spikes
[4:30 AM] Ada Basilisk: that's said it's pretty similar to how people do double-taps for stuff like that one sagat thing
[4:30 AM] Ada Basilisk: just, without the second tap

Thanks, ada ^^

v. to do

- Add pictures to specials
- Add a fuckton of vids
- Better explain the wallslam 623c setup (kinda done but could be done better)
- test 66 j9 web setups and timings
- ~~test airdash web setup timings~~ outmoded by j9 web
- ~~Check the pit autotimings~~ mostly cleaned up
- ...test every bit of untested oki, really. Like a lot of this is so handwavy right now and I don't think that's really okay. Need to practice what I preach re: info

vi. changelog

2020-10-17: version 1.0 released.
???
2021-02-05: added 66 j.9 web and airdash web
2021-03-17: added backwards j.236b l/r, a note on 22a ticks and frame advantage, and a note about using 236a after 22a to more safely bait certain player behaviors
2021-03-22: added some vids in 623c wallslam mix; changed airdash web to note it's rendered obsolete by j9 web; updated j9 web; added fuzzy shield to system options in defense; removed a mention of exg from "when do i challenge"
2021-03-23: added notes on character specifics to the 5a6aa momiji reps in advanced momiji reps; fixed 66 tk 236a